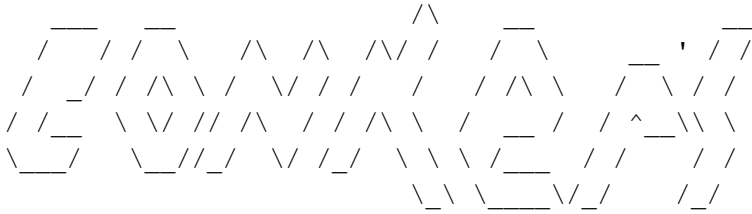


# Conker's Bad Fur Day Multiplayer Weapons Guide

by Krin Jordian

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(I know I suck at making Bubble Letters)

## Multiplayer Weapons Guide---

Message from the Authur (Krin) - I have seen alot of guides out there with false information regarding weapon damage, and the abilities of weapons, so I have decided too make a guide myself. I have tested each one of these weapons in-game, and have verified that the damages, at least are 100% correct. If anything is false, email me at: zantar\_47@yahoo.com.

```
*****Basic Weapons*****
```

```
=====
#1.Uzis
=====
Rate of Fire - 250 RPM (Very Fast)
Range - Low
Scope - Aiming
Bullets per Clip - 30
Reload Speed - 2 Seconds (Very Fast)
A Button Action - Reload
B Button ACTION - Pull out/Put Away
```

Review: The uzis are great for new players, as they have a fast rate of fire, and are fairly easy too aim. Downsides include low damage, and low range.

Reccomended?: No. (Rating: \*\*)

```
----Human Damage----
Body Shot: 1 Damage
Head Shot: 3 Damage
----Raptor Damage----
Body Shot: 1 Damage
```

```
=====
#2.Rifle
=====
```

Rate of Fire - Semi-Auto  
Range - Long  
Scope - Aiming  
Bullets per Clip - 30  
Reload Speed - 5 Seconds (Slow)  
A Button Action - Reload  
B Button Action - Pull out/Put Away

Review: The rifle is a basic weapon good for medium ranged attacks. Keep track of your bullets as you expend them, and when you get close to an empty clip, put the rifle away (with B), and pull it back out. This will give it a full clip again, and takes less time than reloading.

Recommended?: No. (Rating: \*\*\*)

----Human Damage----  
Body Shot: 2 Damage  
Head Shot: 3 Damage  
----Raptor Damage----  
Body Shot: 1 Damage

=====

### #3. Throwing Knives

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Rate of Fire - 60 RPM (Average)  
Range - Average  
Scope - Minimal  
A Button Action - Jump  
B Button Action - Pull out/Put Away

Review: The throwing knives are good at close range without a scope, because they will hit the head 90% of the time, resulting in a one shot kill.

Recommended?: No. (Rating: \*)

----Human Damage----  
Body Shot: 1 Damage  
Head Shot: 6 Damage  
----Raptor Damage----  
Body Shot: 1 Damage

=====

### #4. Sniper Rifle

=====

Rate of Fire - 30 RPM (Very Slow)  
Range - Very Long  
Scope - Exceptional  
A Button Action - None  
B Button Action - Pull out/Put Away

Review: The sniper rifle is the best weapon for long range, but only recommended for skilled players, because this weapon is utterly useless if you can't head shot moving opponents.

Recommended?: Yes. (Rating: \*\*\*\*)

----Human Damage----  
Body Shot: 1 Damage  
Head Shot: 6 Damage

----Raptor Damage----

Body Shot: 1 Damage

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#5.Hand Cannon

=====

Rate of Fire - 45 RPM (Slow)

Range - Long

Scope - Good

Bullets per Clip - 6

Reload Speed - 4 Seconds (Slow)

Movement Burden - Heafy

A Button Action - Reload

B Button ACTION - Pull out/Put Away

Review: The hand cannon is arguebley the best weapon in multi-player, due too it's scope, and one shot kill capability.

Reccomended?: Yes. (Rating: \*\*\*\*\*)

----Human Damage----

Body Shot: 6 Damage

Head Shot: 6 Damage

----Raptor Damage----

Body Shot: 1 Damage

=====

#6.Shotgun

=====

Rate of Fire - 24 RPM (Very Slow)

Range - Short (See Damage)

Scope - None

A Button Action - None

B Button ACTION - Pull out/Put Away

Review: The shotgun is a very useful weapon at short range, which makes it perfect for choice points on the Temple level.

Reccomended?: Yes. (Rating: \*\*\*\*\*)

-----Human Damage-----

Very Close Range: 6 Damage

Close Range: 3 Damage + Knockback

Medium Range: 1 Damage

-----Raptor Damage-----

Very Close Range: 2 Damage

Close Range: 1 Damage

Medium Range: 1 Damage

=====

#7.Katana

=====

Rate of Fire - Fast

Range - Melee

A Button Action - Ninja Jump

B Button ACTION - Pull out/Put Away

Review: The Katana is a must-have for CTFers, because the Ninja jump adds a boost to speed, and makes you a very hard target to hit. The Katana itself is fairly useful in melee combat, but can be demolished by a good player with any other weapon.

Recommended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

1st Shot: 1 Damage

2nd Shot: 6 Damage

----Raptor Damage----

1st Shot: 1 Damage

2nd Shot: 1 Damage

=====  
#8.Chainsaw

=====  
Rate of Fire - Fast

Range - Melee

A Button Action - Jump

B Button Action - Pull out/Put Away

Review: The Chainsaw is better at melee combat than the Katana, as it only takes one shot to kill, but does not feature the same Ninja Jump ability.

Recommended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

Body Shot: 6 Damage

----Raptor Damage----

Body Shot: 1 Damage

=====  
#9.Flamethrower

=====  
Rate of Fire - Fast

Range - Melee

Movement Burden - Hefty

A Button Action - None

B Button Action - Pull out/Put Away

Review: The flamethrower causes any victims to light on fire. While on fire, they will run around aimlessly, and have no control over their character. Anyone they come into close contact with will also set on fire. The downside to this is, of course, that the flamethrower's holder will probably set on fire with the victim, due to the flamethrower's movement burden.

Recommended?: No. (Rating: \*\*)

----Human Damage----

Body Shot: 2 Damage over 5 seconds

----Raptor Damage----

Body Shot: 3 Damage over 5 seconds

=====  
#10.Bazooka

=====  
Rate of Fire - 15 RPM (Extremely Slow)  
Range - Above Average  
Scope - Aiming  
Movement Burden - Extreme  
A Button Action - None  
B Button Action - Pull out/Put Away

Review: The Bazooka is fairly good at keeping the enemy down, but not the best at killing. Don't walk around with the bazooka in your hands, as this will severely hamper your movement speed.

Reccomended?: Yes. (Rating: \*\*\*\*)

----Human Damage----  
Indirect Hit: 3 Damage  
Direct Hit: 6 Damage  
----Raptor Damage----  
Body Shot: N/A

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\*\*\*\*\*Cavemen Weapons\*\*\*\*\*  
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#11.Bone Club  
=====  
Rate of Fire - Fast  
Range - Melee  
A Button Action - Jump  
B Button Action - Pull out/Put Away

Review: The Baseball Bat is available on the Raptor Multiplayer mission as a starting Weapon. It is also available on Deathmatch in the Temple Level as a starting Weapon. While it does very little damage, it can attack so fast that the enemy will have no chance too counter-strike.

Reccomended?: No. (Rating: \*\*)

----Human Damage----  
Body Shot: 1 Damage  
----Raptor Damage----  
Body Shot: 1 Damage

=====  
#12.Bone Knives  
=====  
Rate of Fire - 60 RPM (Average)  
Range - Average  
Scope - Minimal  
A Button Action - Jump  
B Button Action - Pull out/Put Away

Review: The throwing knives are good at close range without a scope, because they will hit the head 90% of the time, resulting in a one shot kill.

Reccomended?: No. (Rating: \*)

----Human Damage----

Body Shot: 1 Damage

Head Shot: 6 Damage

----Raptor Damage----

Body Shot: 1 Damage

=====

#13.Bone Crossbow

=====

Rate of Fire - 30 RPM (Very Slow)

Range - Long

Scope - Good

A Button Action - None

B Button ACTION - Pull out/Put Away

Review: The Crossbow is basically a clone of the Sniper rifle, with a smaller scope. The quarrels fired by the crossbow also move alot slower than bullets, so make sure too aim ahead of a target if they are moving.

Reccomended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

Body Shot: 1 Damage

Head Shot: 6 Damage

----Raptor Damage----

Body Shot: 1 Damage

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\*\*\*\*\*Weasel Weapons\*\*\*\*\*  
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#14.Baseball Bat

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Rate of Fire - Fast

Range - Melee

A Button Action - Jump

B Button ACTION - Pull out/Put Away

Review: The Baseball Bat is available on the Heist Multiplayer mission as a starting Weapon. It is also available on Deathmatch in the Vault Level as a starting Weapon. While it does very little damage, it can attack so fast that the enemy will have no chance too counter-strike.

Reccomended?: No. (Rating: \*\*)

----Human Damage----

Body Shot: 1 Damage

----Raptor Damage----

Body Shot: N/A

=====

### #15.Throwing Knives

=====

Rate of Fire - 60 RPM (Average)  
Range - Average  
Scope - Minimal  
A Button Action - Jump  
B Button Action - Pull out/Put Away

Review: The throwing knives are good at close range without a scope, because they will hit the head 90% of the time, resulting in a one shot kill.

Reccomended?: No. (Rating: \*)

----Human Damage----

Body Shot: 1 Damage

Head Shot: 6 Damage

----Raptor Damage----

Body Shot: 1 Damage

=====

### #16.Crossbow

=====

Rate of Fire - 30 RPM (Very Slow)  
Range - Long  
Scope - Good  
A Button Action - None  
B Button Action - Pull out/Put Away

Review: The Crossbow is basically a clone of the Sniper rifle, with a smaller scope. The quarrels fired by the crossbow also move alot slower than bullets, so make sure too aim ahead of a target if they are moving.

Reccomended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

Body Shot: 1 Damage

Head Shot: 6 Damage

----Raptor Damage----

Body Shot: N/A

=====

### #17.Bazooka

=====

Rate of Fire - 15 RPM (Extremely Slow)  
Range - Above Average  
Scope - Aiming  
Movement Burden - Extreme  
A Button Action - None  
B Button Action - Pull out/Put Away

Review: The Bazooka is fairly good at keeping the enemy down, but not the best at killing. Don't walk around with the bazooka in your hands, as this will severely hamper your movement speed.

Reccomended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

Indirect Hit: 3 Damage

Direct Hit: 6 Damage

----Raptor Damage----

Body Shot: N/A

=====

#18.Tommy Gun

=====

Rate of Fire - 250 RPM (Very Fast)

Range - Short

Scope - Looking

A Button Action - None

B Button Action - Pull out/Put Away

Review: The Tommy Gun is very hard to control. While aiming, there is no crosshair, so you really have no idea where you are shooting. Too top it off, this

is the only gun in the game with recoil, meaning as you shoot, your crosshair aims up, against your will. On the plus side, this gun does extreme damage, and shoots very fast.

Recommended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

Indirect Hit: 2 Damage

Direct Hit: 2 Damage

----Raptor Damage----

Body Shot: N/A

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\*\*\*\*\*Miscellaneous Weapons\*\*\*\*\*  
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#19.Gatling Gun

=====

Rate of Fire - Very Fast

Range - Long

Scope - Good

Bursts before reload - 80

Reload Speed - Very Slow

A Button Action - Jump On/Get Off

B Button Action - Reload

Review: The only stationary gun in Bad Fur day. The gatling gun is a must-have for the Tediz on the Beach Mission. On the plus side, this gun can spit out several bursts of bullets before the awfully long reload time. On the Colors mission, however, anyone on the gatling gun is a sitting duck for a sniper, as they have no real shield, and can be simply shot in the head while sitting on the gun.

Recommended?: Yes. (Rating: \*\*\*\*)

----Human Damage----

Body Shot: 2 Damage

Head Shot: 2 Damage

----Raptor Damage----

Body Shot: N/A



=====  
#20.Grenades  
=====

Fuse: 5 Seconds  
Starting #: 3  
# Given Per Pack: 3  
Max #: 6

Review: Grenades can be thrown when you have no weapon equipped, by pressing the down button on the right side of the controller. Grenades come in handy on the War level in deathmatch or Team games, for clearing out sniper towers. Simply throw a grenade from the base into the black entrance of the bunker, and it will go into the sniper's nest, killing anybody in it.

Reccomended?: Yes. (Rating: \*\*\*\*)

-----Human Damage-----  
Indirect Explosion: 2 Damage  
Direct Explosion: 6 Damage  
-----Raptor Damage-----  
Body Shot: N/A

=====  
#21.Bombs  
=====

Fuse: 5 Seconds  
Starting #: 3  
# Given Per Pack: 3  
Max #: 6

Review: Bombs can be thrown when you have no weapon equipped, by pressing the down button on the right side of the controller. Bombs do more damage than grenades, by having a larger radius of instant kill. However, this makes them much more dangerous too throw, as well. Available in Heist, Raptor, and Deathmatch in levels The Vault and The Temple.

Reccomended?: Yes. (Rating: \*\*\*\*)

-----Human Damage-----  
Indirect Explosion: 6 Damage  
Direct Explosion: 6 Damage  
-----Raptor Damage-----  
Body Shot: 1 Damage

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\*\*\*\*\*Closing Notes\*\*\*\*\*  
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This weapons guide was intended too let people know the specifics of damage. Reload Speed and Rate of Fire are found with a stopwatch and my left hand, therefore, cannot be very exact, but give a good idea of the ROF. Scope Power is merely a rough estimate.

The idea of this guide was too clarify damage questions people might have, or too point people away from poor weapons, and towards good ones. Just remember, no matter what weapon you choose, just have fun!

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